

**Abstract of the disclosure**

A method of initiating a multiplayer game and an electronic gaming device is provided. The device comprises a communication unit providing communication with at least one other gaming device and a memory to store contact information of at least one user of the at least one other gaming device. The information comprises data about the multiplayer capable games supported by the at least one other device. The device further comprises a controlling unit, wherein the controlling unit is configured to send a gaming request to the at least one other gaming device, the request comprising an invitation to play a game supported by both devices; to receive a response to the gaming request from the other device; and to start the game in a multiplayer mode in the device responsive to the positive response.